

# INSTRUCTION MANUAL



## WARNINGS AND CONSUMER INFORMATION

**WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



LICENSED BY NINTENDO  
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND  
THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.  
©1996 NINTENDO OF AMERICA INC.





# CONTENTS

The Nintendo 64 Controller	4
The Opening Tipoff	5
Main Menu	6
Playing an Exhibition Game	6
Playing a Season	8
Setup Options	11
Camera Angles	12
Game Controls	14
While on Offense	14
While on Defense	17
Other Options	18
Instant Replays	
Timeouts	
Pause Game	
Play Calling	18
Offensive Plays	18
Defensive Plays	21
Defensive Play Descriptions	22
Rosters and Player Attributes	24
Setting Your Lineup	28
Statistics and Post-Game Awards	29
Credits	30
Warranty Information	31

# THE NINTENDO 64 CONTROLLER

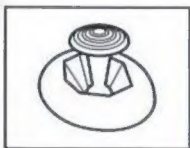
## Control Stick Function

The Nintendo 64 Controller contains a Control Stick, which uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** **BUTTONS**.

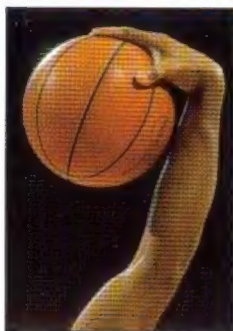
The Control Stick is a precision instrument – make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700, or your nearest Nintendo Authorized Repair Center



## Holding The Nintendo 64 Controller

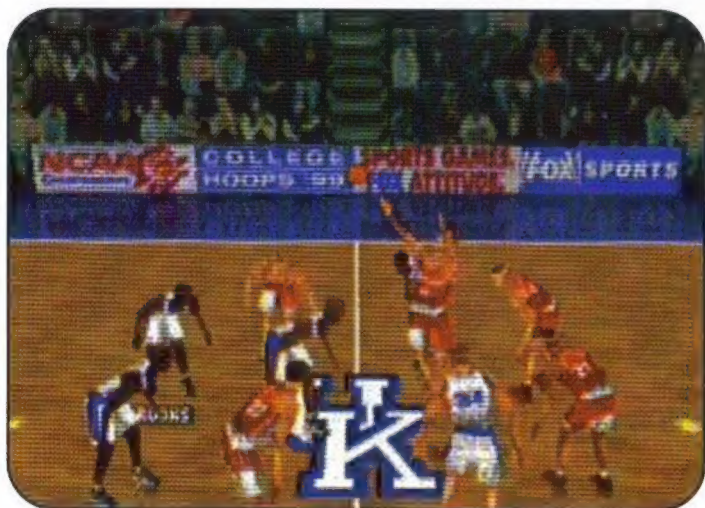
While playing Fox Sports College Hoops '99, we recommend you use the hand positions shown at the left. By holding the Controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access **A**, **B** or **C** **BUTTONS**. Use your left index finger to operate the **Z** **BUTTON** on the back of the Controller and your right index finger to operate the **R** **BUTTON** on the top.

## THE OPENING TIPOFF



When the University of Oregon won an 8-team college basketball tournament in 1939, it was a quiet beginning to one of the most eagerly anticipated sporting events in the world. Now in its 60th year, the NCAA Tournament has expanded to 64 teams, and if you love college basketball, nothing compares to the Big Dance.

Fox Sports College Hoops '99 brings you all the excitement of NCAA basketball, and thanks to 120 teams and multiple formats, you have more than one way to enjoy your passion. Lock your favorite school into the 64-team tournament, or go straight to the Final Four. If you'd rather earn your title the hard way, start with a pre-season tournament and take your team through a grueling 25-game schedule. Your berth in the tournament is not guaranteed, so keep your hands up and your turnovers down – it's a long road to the Final Four!





## MAIN MENU

### Playing An Exhibition Game

From the Main Menu screen, highlight **Exhibition Game** and press the **A BUTTON** to open the Team Select screen.



### Select Teams

Move the Control Stick left or right, or press left or right on the Control Pad to highlight the **Away Team** (left) or **Home Team** (right). Press the Control Stick or Control Pad up or down to move through the alphabetical list of schools and special all-conference and all-decade teams. As you change teams, the Team Info section in the center of the screen displays profiles of featured players and notes on team strengths. If you can't make up your mind, press the **C LEFT BUTTON** to select two **Random** teams, or press the **C RIGHT BUTTON** to select the traditional **Rival** of the selected school.

## View Rosters

From the Team Select screen, press the **C UP BUTTON** to view the roster of the selected school and scroll up or down in Roster to choose player. In the Roster screen, press and hold the **R BUTTON** to view height and weight information for the selected player, along with game strengths, such as **F** (Free Throws), **B** (Blocking) or **J** (Jam Factor). (See Player Attributes for a complete list of letter codes and descriptions). Press the **A** or **B BUTTON** to return to the Team Select screen. If you are ready to hit the hardwood, press the **A BUTTON**.



## Controller Set-Up

In the Controller Set-Up screen, use the Control Stick or Control Pad to move the controller icon to the right or left, under the team that you wish to control. In a two-player game, each player must select a team. Press the **A BUTTON** to start the game. After the home team player introductions, the opening jump begins play.



## Season Play

From the Main Menu screen select Season, and press the **A BUTTON** to open the Season Select screen.

- Select the Team box and tap **left** or **right** on the Control Pad or Control Stick to move through the alphabetical list of schools.
- Select the Season box and press **left** or **right** on the Control Pad or Control Stick to move through the following options:



## Full Season

The Full Season schedule consists of 25 games, plus the Conference and NCAA Tournaments if your school qualifies. As you move through the regular season, the Tournament Status box reflects your level of participation in the NCAA tournament (On The Bubble or Locked).

- 2-game opening season tournament (randomly selected)



## Season Opening Tournaments

- Mile High Challenge
- Capitol Classic
- Cameron Invitational
- Minuteman Classic
- Blazer Shootout
- Tri-State Invitational
- Desert Classic
- Steel City Classic
- Manhattan Invitational
- Salt Lake Challenge
- Longhorn Classic
- Great Gator Shootout
- Princeton Preview
- Windy City Shootout
- Bayou Classic
- Indiana Classic

- 5 National (non-conference) games
- Conference Schedule: 16 Conference games & 2 National games
- Conference Tournament (if your team qualifies)
- NCAA Tournament (must qualify)



## Conference Tournament

Depending on your school, you instantly qualify for one of the following conference tournaments:

ACC  
BIG 12  
SEC

SOUTH INVITATIONAL

BIG TEN  
BIG EAST  
WAC

EAST INVITATIONAL

ATLANTIC 10  
PAC-10

## NCAA Tournament

Your team is placed in the 64-team NCAA tournament.

## Final Four

Your team is placed in the Final Four.

## Load Season

If your season is already in progress, Load will be the default setting in the Game box. To start a New Season, highlight the Game box, press **left** or **right** on the Control Pad or Control Stick and select New. You will be prompted to erase the Current Season.

## Season In Progress

If you have a current season saved on your N64 Controller Pak, install the Controller Pak first, and then hold down **START** on your controller as you power up the game. If the message, "Insufficient Space Available" appears, you can free up additional Controller Pak memory space to provide the four pages required to store a season.

### To create additional space on the Controller Pak:

1. Use the Control Stick to highlight a slot that you would like to delete.
2. Press the **C UP** to erase the slot (repeat Step 1 if you would like to select additional slots).
3. When you are ready to erase, press the **A BUTTON**. When the Confirmation Dialogue appears, Press the **A BUTTON** to confirm, or **B BUTTON** to cancel.
4. When you are finished (no slots are selected), press the **A BUTTON** to reset the machine.

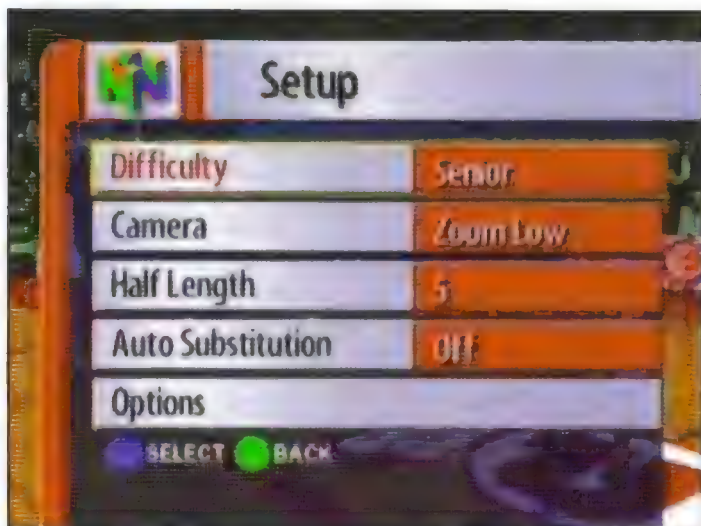
*Note: An N64 Controller Pak is required to save season statistics after you power down your system.*



## SETUP

---

From the Main Menu screen, use the Control Pad or Control Stick to scroll down to Setup Options. Press the **A BUTTON** to go to the Setup screen. Select one of the following options and press **left** or **right** on the Control Pad to change the setting:



### Difficulty

**Freshman:** Some rules and fouls are turned off. For example the referee will not call out-of-bounds. Also, opposing players will be less aggressive.

**Senior:** All rules are turned on, but the referees are lenient about calling fouls. Your opponent is reasonably skilled with the rock on offense and defense.

**All American:** All rules are turned on, and the referees will strictly enforce penalties. Your opponent is tenacious on defense and devastating on offense.



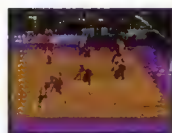
## Camera



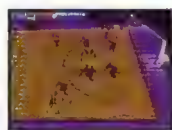
**Sideline:** A close-up view of the action as the camera moves back and forth along the sideline, focusing on the ball handler (Note: In this view, all players on the court are not visible all the time).



**Fox Cam:** (default): Just like Sideline, except the angle is higher and more of the court is visible.



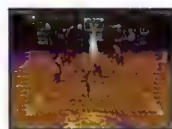
**Bleachers:** The camera moves back and forth along the sideline, just above head level.



**Press Box:** Just like Bleachers, except the camera is elevated, providing a wider view of the action (Note: This is an excellent view for calling offensive plays)



**Player:** The camera moves from basket to basket, following closely behind the ball handler



**Court:** Just like Player, except the camera drops further behind.

**Half Length:** 5, 10 (default), 15 or 20 minutes

**Tip:** Using 10-minute halves will produce the most realistic game scores.

**Auto Substitution:** Off or On

## OPTIONS



### Controller Help

Select Controller Help to view the functions of the buttons, Control Pad and Control Stick on your Nintendo 64 controller.



### Audio Configuration

Select Audio Configuration and press the **A BUTTON** to adjust Crowd, Sound FX, Music and Voices settings. Select each item and tap **left** or **right** on the Control Pad to move the slider bar to the left (lower) or right (higher).

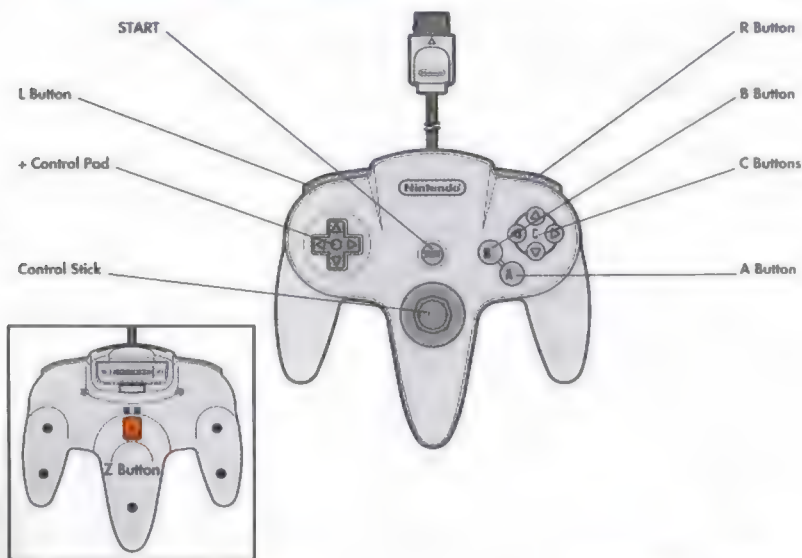
### Secret Codes

Select **Secret Codes** and press the **A BUTTON** to input a code. Use Control Pad or Control Stick to highlight each letter. After selecting each letter with the **C RIGHT BUTTON**, press the **C UP** to enter the secret code.

### Credits

Select Credits to dribble your way through the creative team that produced Fox Sports College Hoops '99.

# GAME CONTROLS



## WHILE ON OFFENSE

### Move Player:

Use the Control Stick or Control Pad to move your player around the court. The active player's name appears under the player.



### Shoot:

Use the Control Stick or Control Pad to move your player, and press the **B BUTTON** or **Z BUTTON** to release the shot. (The actual shot selection depends on the player's location and if he is moving toward the basket)



*Tip: To increase your shooting percentage, let your player stop and set his feet before attempting a shot.*



## Near Pass:

Tap the **A BUTTON** to pass to your closest teammate (designated by a blue cursor).



## Direction Pass:

Use the Control Pad or Control Stick to point in the desired direction, and tap **C DOWN** to pass the ball to a player down the court (designated by a yellow cursor).

**Tip:** You can also complete a pass while attempting a shot. Press one of the passing buttons before reaching the top of your jump and the player will pass the ball instead of taking a shot.



## Fake:

Hold the **R BUTTON** while pressing another button to fake the selected action. You can fake a shot, pass or first step.

## First Step:

Use the **C UP** to make a quick First Step move towards the basket. (You can move left, straight or right). After making your move, press the **B BUTTON** or **Z BUTTON** to take the shot. (Tip: The offensive player often steps back before driving to the basket, so be careful not to use the First Step option if your player is close to the out of bounds line). A player can also draw a charging foul if the First Step takes him into a defensive player who is in a stationary position.



## Talk:

If your team is ahead, tap the **C RIGHT BUTTON** after making a basket, blocking a shot, or receiving a favorable call from the referee. Your player will expound on his greatness, or the crowd may join in the fun. You can also tap the **C RIGHT BUTTON** to make noise while the opposing player is at the foul line. (While bringing the ball to midcourt, the **C RIGHT BUTTON** also calls the offensive play. See Play Calling – Offensive Plays, for more information)



## Free Throws:

Tap the **B BUTTON** each time the ball passes through the center of the free throw meter, once as it moves back and forth vertically, and a second time as it moves horizontally.

## Jump Ball:

Use the **B BUTTON** to jump for the tip-off.



## WHILE ON DEFENSE

### Jump/Rebound:

Use the **B BUTTON** or **Z BUTTON** to rebound or dunk a missed shot.



### Block Shot:

Use the Control Stick or Control Pad, and the **B** or **Z BUTTON** to block an outside shot or dunk.

### Closest Player:

Press the **A BUTTON** to control the player closest to the ball.

### Closest Defender to Basket:

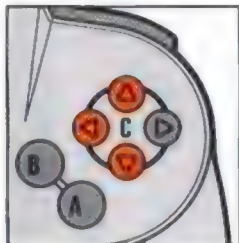
Tap the **C TOP BUTTON** to control the defensive player closest to the basket.

### Steal:

Use the **C LEFT BUTTON** to steal the ball

### Foul:

Use the **C DOWN** to intentionally foul the opposing player.





## OTHER OPTIONS

---

### Instant Replays:

When the ball is out of play, tap the **L BUTTON** to invoke an instant replay. Tap it again to stop the replay before it is finished.

### Timeouts:

While you have the ball, press and hold the **R BUTTON**, and then press the **C LEFT BUTTON** to call a timeout. Or press **START** to bring up Pause Menu. User can then call timeout on Pause Menu.

### Pause:

Tap **START** to pause the game. In a dead ball situation, select Substitutions to bring a fresh player in from the bench, or Setup to change game settings (see Setup).

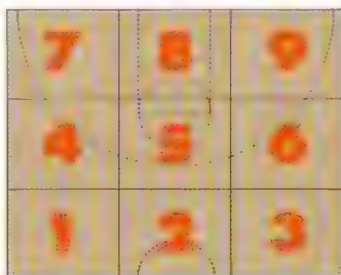
## PLAY CALLING

---

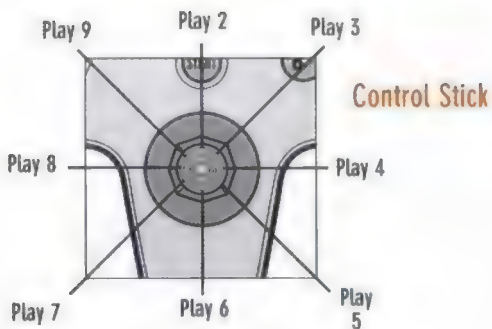
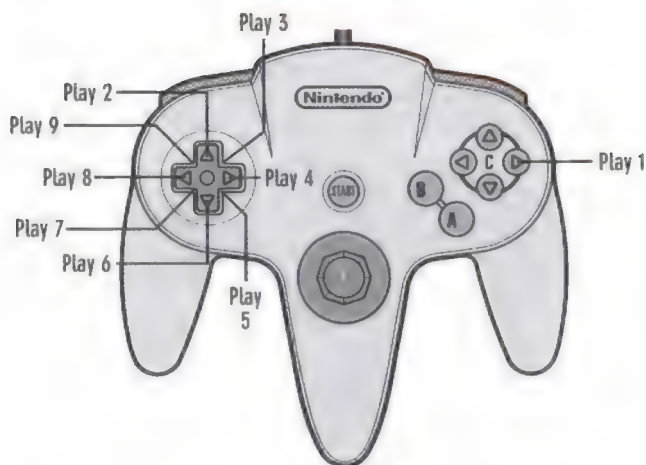
### Offensive Plays:

While bringing the ball to midcourt, use the Control Stick or Control Pad in combination with the **C RIGHT BUTTON** to set up your offense. Each direction on the Control Stick or Control Pad corresponds to an area of the court (see Controller Key and Offensive Play Diagram below).

Offensive Play Diagram



## Controller Key



## When You Call A Play

After calling the play, direct your player to the designated area of the court. Your teammates will position themselves to run variations of four basic plays: Low Post, High Post, Isolation and 3-Point. As they move without the ball, listen for one of the following cues so that you can take advantage of their positions:

### Call

"Down Low!"

"Up High!"

"Clear Out!"

"Spot Up!"

### Play

Low Post

High Post

Isolation

3-Point

## Running An Alley-Oop Play

While running any offensive play, look for a player holding up one hand while positioned close to the basket. Pass the ball while his hand is in the air to complete an Alley-Oop.

*Note: A player must have a J (Jam) rating in order to complete this play.*

## Last Second Shot

With time running out, you can direct a player to shoot as soon as he gets the ball. As you complete the pass, press and hold the shoot button (**B BUTTON** or **Z BUTTON**) to make the player attempt a shot immediately.

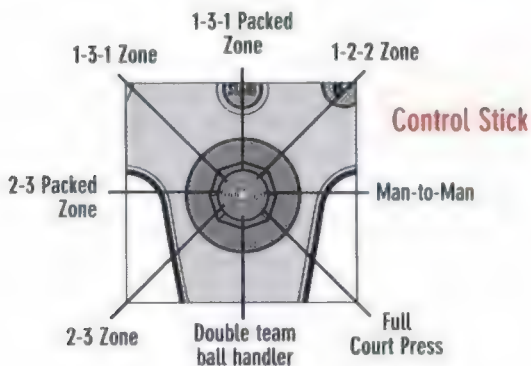
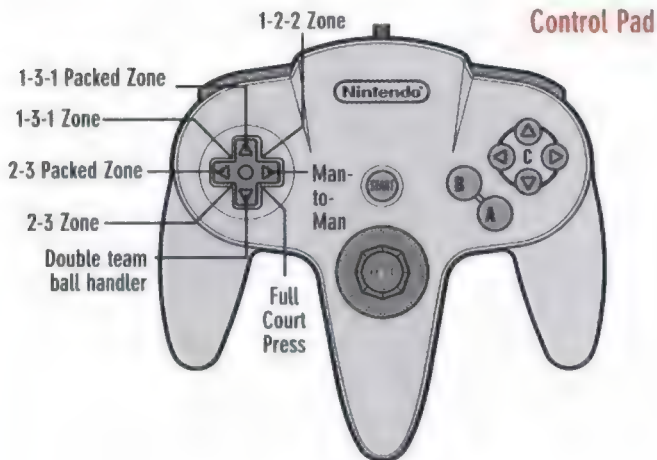


*Tip: Your players will talk to you when they are in trouble defensively. For example, a cry for "Help!" may signal that an offensive player has shaken his man after using a pick.*



## Defensive Plays

While using the Control Stick or Control Pad to control your player, press and hold the **R BUTTON** to select one of the following eight defenses:



## DEFENSIVE PLAY DESCRIPTIONS

---



### 1-3-1 Packed Zone:

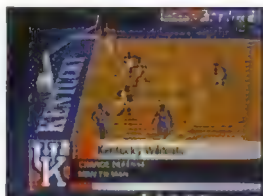
This zone defense forces more turnovers by "packing" three players into the high post area, making it difficult for the opposing team to drive for the basket.

This defense also produces more fouls, opportunities for easy baskets inside and more offensive rebounds. A 1-3-1 Packed Zone is especially useful against a poor outside-shooting team.



### 1-2-2 Zone:

This defense causes more trouble for the opposing point guard, but it can be exploited "in the paint." With only two defenders in the middle, the 1-2-2 Zone will produce fewer steals than the 1-3-1.



### Man-to-Man:

Standard one-on-one defense. You can expect more defensive rebounds, however there will be few, if any, trapping situations for easy steals. This defense requires a quick hand on the controller, since it relies more on individual athleticism.



### Full Court Press:

The press is designed to pressure the opposing guards, and hopefully, produce backcourt steals. However, it can also leave an opposing player open under the basket.



## Double Team Ball Handler

As the name implies, the opposing ball handler will always draw double coverage. This increases the likelihood of a turnover, but it also leaves another player unattended.



## 2-3 Zone

This is a slow tempo defense designed to prevent easy baskets. It is difficult to drive the lane against the 2-3, but a good outside-shooting team will have a field day.



## 2-3 Packed Zone

Like the regular 2-3, this defense guards the middle, with even more emphasis on the high post area.



## 1-3-1 Zone

A slow tempo defense like the 2-3 Zone, the 1-3-1 provides a little more coverage in the backcourt. However, the emphasis remains on the high post, so the opposing team will have more opportunities for offensive rebounds and easy baskets

inside.

*The A Zone defense is the first alternative for preventing an alley-oop play. And you MUST position a player in the lane to block the pass.*

## ROSTERS AND PLAYER ATTRIBUTES

While in the Team Select screen, press **C UP** to open the Team Roster screen. The current starting five is listed in the top half of the screen, with reserves on the bottom. Only four reserves are visible, however there are a total of 14 players on each team. Scroll down to the last reserve visible, and continue scrolling to view the remaining five reserve players.

The following information is displayed on the Team Roster screen:

**POS:** Position

**NUM:** Uniform number

**NAME:** Player name

**FOUL:** Number of fouls accumulated during a game

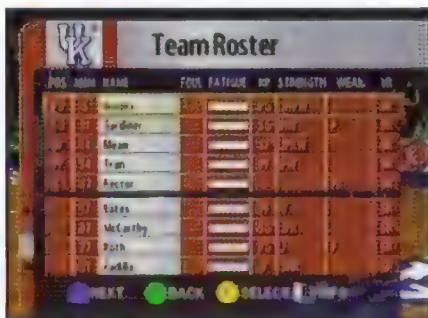
**FATIGUE:** The fatigue bar gradually disappears at a rate based on the player's Wind/Stamina rating and playing time.

**NP:** A player's natural position. You can assign a player to a different position, however his effectiveness on the court will be diminished.

**STRENGTH:** This area lists a player's strongest skills (see Player Attributes for a complete list of abbreviations and descriptions).

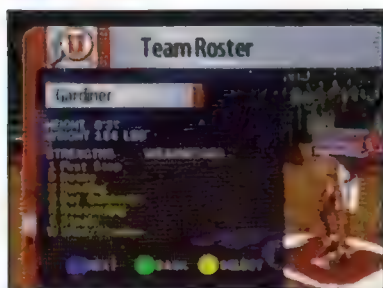
**WEAK:** If a skill is listed here, it is a liability, rather than an attribute.

**YR:** A player's year (SR-Senior, JR-Junior, SO-Sophomore, FR-Freshman).





## Player Profile



While in the Team Roster screen, highlight a player; then press and hold the **R BUTTON** to view the player profile. To continue viewing profiles, keep the **R BUTTON** depressed as you move through the roster. The information includes height and weight, along with any strengths and weaknesses.

The following chart lists all possible attributes – good or bad – that can be assigned to a player (Note: A player who does not have a Strength or Weakness rating in a particular area, is considered to have average skill).

### OFFENSIVE ATTRIBUTES

- |          |  |
|----------|--|
| <b>F</b> | The ability to shoot Free Throws accurately  |
| <b>H</b> | Handling; reflects a player's ability to handle the ball, an especially important attribute for a point guard              |
| <b>M</b> | Midrange; the ability to shoot accurately from 12 – 17 feet.   |
| <b>1</b> | First Step; In a one-on-one matchup, a player with a quick first step has a significant advantage when driving to the hoop |
| <b>L</b> | Low Post; the ability to pass and shoot with your back to the basket, a few feet out from the rim.                         |
| <b>3</b> | The ability to drain 3-pointers  |
| <b>J</b> | Jam Factor; the ability to slam dunk creatively from various angles/the ability to alley-oop.                              |

## DEFENSIVE ATTRIBUTES

- B** Blocking; the ability to block shots
- R** Rebounding
- S** Steals; how well a player swipes the ball on the floor
- Q** Defensive quickness; the ability to stay with an opposing ball-handler



## GENERAL ATTRIBUTES

- D** Desire; the intangible factor that can make up for lack of skill
- P** Power rating; the ability to muscle the ball to the hoop on offense, and maintain floor position on defense
- V** A polished player who commits few rule Violations
- W** Wind/Stamina; a player with good endurance can stay in the game longer without becoming exhausted



## Substitutions

Most default starting lineups include the best players at their positions. However, you can substitute freely in the Team Roster screen before the opening tipoff, or during a dead ball situation.

**To make substitutions before the game starts:**

- 1) Press **C UP** while in the Team Select screen.
- 2) Use **Up** or **Down** on the Control Pad to highlight a player in the starting lineup and press **C UP** to select him for substitution (the player's name will turn yellow and begin flashing).
- 3) Highlight a reserve player and press the **C UP** to complete the switch.

**Note:** You can begin the substitution process with a starter or reserve.

**Setting Your Lineup:** If your team had the perfect player at every position, your value as a coach would be minimal. However, Fox Sports College Hoops '99 brings the real world of college basketball to you, where each school takes its strengths and weaknesses on the court. To get the most out of your team, you can develop offensive and defensive strategies to match your personnel, or you can decide on strategy first, and put the five players on the floor who are best able to support your style of play. The winning (and losing) combinations are endless. Here are a few suggestions to get you started:

**PG—Point Guard:** This should be your best ball handler. His strength should be H (Handling). On defense, he should be rated for steals (S), and if you like to run the break, his Wind/Stamina (W) should be up to the task.

**SG—Shooting Guard:** As the name implies, your Shooting Guard should know how to fill it up. Look for M (Midrange shooting), 1 (First Step) and 3 (Three-Pointers). A little Q (Defensive Quickness) never hurts, since he will be guarding the opposing team's shooter.

**SF—Small Forward:** Although a strong Shooting Guard can carry a team from the outside, your Small Forward should have an accurate midrange (M) shot, and the ability to jam (J) the ball when the opportunity arises.

**PF—Power Forward:** Strong rebounding (R) is a must, and if your Center is not a low post player (L), your Power Forward should have the power (P) to play with his back to the basket.

**C—Center:** Centers come in all shapes and sizes. The ideal man in the pivot should be able to jam (J), rebound (R), block shots (B) and play the low post (L). A strong power (P) rating is a plus for the center and power forward positions. However, championship teams have been built around strong defensive centers who are marginal shooters. If this is your goal, make sure your center is a good ball handler (H) for dishing off to teammates cutting to the basket.



# COMPILED STATISTICS & POST-GAME AWARDS

U	HK
12	13
5	1
5	5
1	1
2	0
0	5
6/15	6/11

## Team Stats

At the end of the first half, press the **A BUTTON** to go to the Team Stats screen, which displays a statistical recap for both teams.

NAME	PTS	REB	AST	BLK	STL	TOV	FG	FT
Gardner	12	5	5	1	2	15	6/15	0/0
Dumas	5	1	1	1	1	11	2/11	0/0
Johnson	1	1	1	1	1	11	2/11	0/0
Long	1	1	1	1	1	11	2/11	0/0
Norman	1	1	1	1	1	11	2/11	0/0
Campbell	1	1	1	1	1	11	2/11	0/0
Fleming	1	1	1	1	1	11	2/11	0/0

## Player Stats

After viewing Team Stats, press the **A BUTTON** again to view Player Stats for the home team. Press the **A BUTTON** again to see the visiting team's stats. Press the **A BUTTON** to return to the floor for the second half.

Team	Player	Points	Rebounds	Assists	Blocks	Steals	Field Goals	Free Throws
U	Tran	13	2	0	0	0	6/7 (85%)	0/0 (0%)
HK							1/1 (100%)	0/0

## Post Game Stats and Awards

At the end of the game, follow the same steps listed under Halftime Stats to view Team and Player Stats. After viewing Player Stats, press the **A BUTTON** to view the Most Valuable Player for each team.

Category	Player	Value
Scoring	Spalding	10.0
Rebounds	Sibbrel	4.0
Assists	Horn	2.0
Blocks	Horn	1.0
Steals	Horn	2.0

## Team Leaders

If you are playing any type of game other than an Exhibition Game, press the **A BUTTON** after viewing the MVP's, to open the Team Leaders screen for your team.

## CREDITS

---

### Fox Sports Interactive

**Producer**-A. Marsh Gardiner

**Associate Producer**-Victor Rodriguez Jr.

**Q.A. Manager**-Mike Schneider

**Lead Tester**-Aaron Blean

**Testing**-Pete Cesario, Tim Ramage, Tim Hall, Bruce Maksin, Eric Asevo,  
Erik Larson, Paul Pawlicki

**Additional Voice**-Kevin Frazier

**Special Thanks**-Dave Neubecker, Ivo Gerscovich, Steve Hartmann,  
Paul Provenzano, Randy Beverly, Theresa Rizzo, Jamie Samson,  
Sung Yoo, Chris Miller, Jim Harrick, Jennifer Blackmon,  
Shannon Gudenkauf, Frank Cooney, John Hadley,  
Giovanni Barone and Anthony J. Crouts

### Z-Axis

**Programming**-Brett Bourbin, Randy Condon, Mark Billington, Haesuk Pak,  
David Marmor

**Art**-Lara Norman Stowers, Jason Sereno, Carlos Fuentes, John Barrows

**Audio**-David Grace, Sergio Bustamante II

**Voice**-Jim Dinger

**Game Design**-Gordon Bellamy, Derrick Aynaga

**Testing**-Donn North

**Management**-James Connelley, David Luntz

**Manual** - Mark L. Cohen

**Layout** - David Bird, Bird Studios

"Come Join the Band" and "Cadences"  
are licensed by The Stanford Band.



© 1998 Z-AXIS, Ltd. Licensed from and developed by Z-AXIS, Ltd. Fox Sports Interactive™ & ©1998 Twentieth Century Fox Film Corporation, Inc. All Rights Reserved. "Fox Sports Interactive," "Fox" and "Watch Fox Sports, Play Fox Sports" and their associated logos are the property of Twentieth Century Fox Film Corporation. The use of Fox Sports Interactive™ Logos in association with any team or conference is not meant to imply any television broadcast rights. The 'Officially Licensed Collegiate Products' label is the exclusive property of the Collegiate Licensing Company. The 'Collegiate Licensed Product' label is the property of the Independent Labeling Group. All names, logos, team icons and mascots associated with the NCAA Universities and Conferences are exclusive property of the respective institutions. The NCAA logo is a registered trademark of the NCAA. Final Four is a trademark of the NCAA.

---

### PROOF OF PURCHASE

Fox Sports College Hoops '99  
4105302

## LIMITED WARRANTY

.....

**NOTICE:** Fox Sports Interactive, Inc. reserves the right to make changes in the product described in the manual at any time and without notice. The enclosed software product and this manual are copyrighted and all rights are reserved by Twentieth Century Fox Film Corporation ("Fox"). No part of this product manual may be copied, reproduced or translated in any form or medium without the prior written consent of Fox.

Fox warrants to the original purchaser of this software product that the medium on which the computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, simply return the product in its original packing to the retailer from which you purchased it along with dated proof of purchase (such as your receipt) and the product will be repaired or replaced, at Fox's option, at no charge to you (except for the cost of returning the product). Call (970) 522-5369 for additional information and instructions on how to return your product.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR OF OR PROBLEMS RELATED TO OPERATING SYSTEM INCOMPATIBILITY. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT WILL FOX BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this warranty are valid in the United States and Canada only. Some states/provinces do not allow limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and they may vary from location to location. Address all correspondence regarding this Fox software product to:

Fox Sports Interactive, Inc. Warranty Department  
777 North Fourth Street  
Sterling, CO 80751

**REPAIRS AFTER EXPIRATION OF WARRANTY:** If your Fox software product develops problems after the 90-day warranty period, you may contact Fox at (970) 522-5369. If the Fox customer service technician is unable to solve the problem by phone, you will be instructed to return your defective software product, freight prepaid, to Fox at the address above, "Attention: Customer Service". Enclose a check or money order for (\$20.00) payable to "Fox Interactive, Inc." Fox will, at its option, subject to the conditions above, repair the software or replace it with new or repaired software. If replacement software is not available, the defective software will be returned and the (\$20.00) payment refunded.

[TM] & © 1998 Twentieth Century Fox Film Corporation, Inc. All Rights Reserved. "Fox Sports Interactive, Inc.", "Fox" and "Watch Fox Sports. Play Fox Sports." and their associated logos are the property of Twentieth Century Fox Film Corporation.



